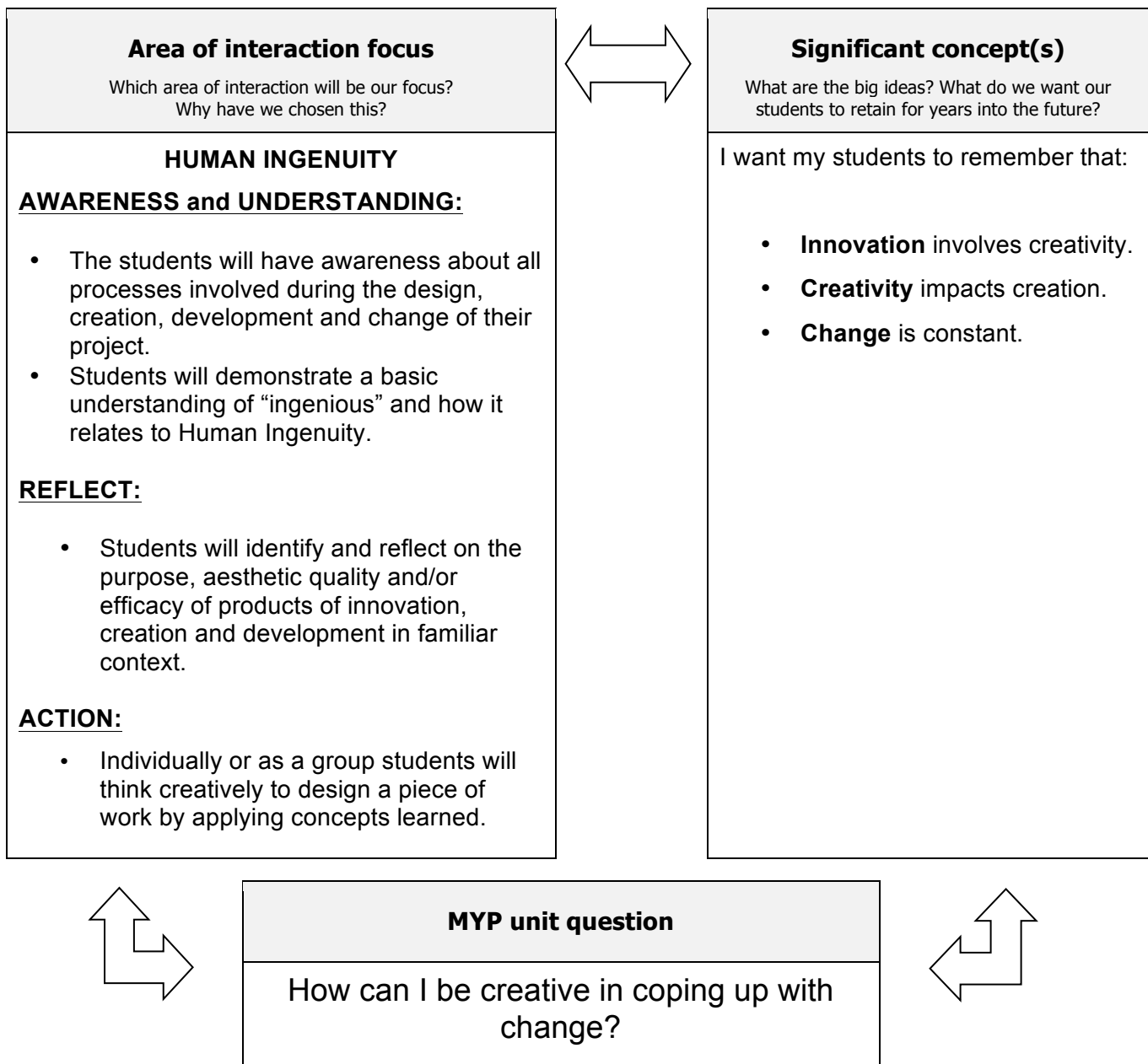


# Project 4 Unit Planner

"A world-class community of proud and outstanding achievers."

<b>Unit title</b>	<b>Fashion &amp; Style</b>
Subject and grade level	Grade 8 - Technology
Time frame and duration	9 weeks

## Stage 1: Integrate significant concept, area of interaction and unit question



"A world-class community of proud and outstanding achievers."

## Stage 2: Backward planning: from the assessment to the learning activities through inquiry

### Content

What knowledge and/or skills (from the course overview) are going to be used to enable the student to respond to the unit question?

What (if any) state, provincial, district, or local standards/skills are to be addressed? How can they be unpacked to develop the significant concept(s) for stage 1?

**Knowledge and Understanding of:** Fashion and style, elements of design, ornamentation, fashion trend,

**Skills:** as appropriate in the use of range of technology materials to create the product. Safe working practices, Health and safety issues with materials, preparing and using materials, team work

- **Material handling** – range of fabrics
- **Draping and Patternmaking** - While patternmaking and draping are valuable skills, they usually only come in handy when you deal with a lot of fits. All you need is a basic understanding of what creates a good fit, and how to fix a bad one.
- **Sewing** - It's good to understand the general concepts of garment construction.
- **Illustration** - The fashion illustration has been replaced with computer drawn stylized technical sketches (floats) or more accurate technical flats, which are faster to sketch and much more practical.
- **Computer Programs** - Most companies expect proficiency in Adobe Illustrator, Adobe Photoshop, and Microsoft Excel since they are relatively affordable in comparison to more industry specific software.
- **Flat Sketching**
- **Creating Specs** - Knowing how to spec (measure and detail) a garment to create garment specifications, or "specs" is a fundamental skill. You don't even need to know how to develop specs from scratch!

### Approaches to learning

How will this unit contribute to the overall development of subject-specific and general approaches to learning skills?

- **Organization** – students will develop their time management skills during technology session, when they compile their work (design folder)
- **Collaboration** – discuss in groups to share ideas and come to common understanding about fashion trend, elements of design, ornamentation, etc. based on researches obtained from the internet, books and other sources; help one another on the use of CAD software
- **Communication** - interaction with other students, feedback from other people and intended market/users
- **Information Literacy** – investigate on elements of design, factors to consider and materials to be used
- **Reflection** – through criterion E (evaluate stage)
- **Thinking** – problem solving, using existing information to generate ideas and create appropriate solutions, design, evaluate
- **Transfer** – use the knowledge learnt for future challenges

# Project 4 Unit Planner

"A world-class community of proud and outstanding achievers."

## Resources

What resources are available to us?

How will our classroom environment, local environment and/or the community be used to facilitate students' experiences during the unit?

- "Significant Points." *U.S. Bureau of Labor Statistics*. U.S. Bureau of Labor, *Occupational Outlook Handbook, 2010-11 Edition*, Fashion Designers. Web. 16 Mar. 2012. <<http://www.bls.gov/oco/ocos291.htm>>.
- Simeone, Lisa. "Fashion 101." *Baltimore STYLE Magazine*. Web. 16 Mar. 2012. <[http://www.baltimorestyle.com/index.php/style/features\\_article/fe\\_fashion101\\_so07/](http://www.baltimorestyle.com/index.php/style/features_article/fe_fashion101_so07/)>.
- "NET-A-PORTER.COMÂ |Â Luxury Designer Fashion | Women's Designer Clothes, Shoes, Bags & Accessories." *NET-A-PORTER.COMÂ |Â Luxury Designer Fashion*. Web. 16 Mar. 2012. <[http://www.net-a-porter.com/?cm\\_mmc=GoogleNEmea- -Luxury-Generics- -General- -General](http://www.net-a-porter.com/?cm_mmc=GoogleNEmea- -Luxury-Generics- -General- -General)>.
- <http://ezinearticles.com/?Fashion-Design-Skills-101---Skills-That-Fashion-Schools-Dont-Cover-Nearly-Enough&id=1266601>
- "Men's Fashion / Grooming." *About.com*. Web. 16 Mar. 2012. <<http://mensfashion.about.com/>>.
- "Fabrics Manufacturers." *Fabric Manufacturers, Types of Fabrics, Fabric Design Patterns, Synthetic Fabrics, Natural Fabrics*. Web. 16 Mar. 2012. <<http://www.fabrics-manufacturers.com/>>.
- <http://www.edrawsoft.com/fashion.php>
- <http://www.cad-design-and-drafting-services.com/free-fashion-design-software.html#INV>
- Magazines, books, etc. <https://techno-binussimprug.wikispaces.com/GRADE+8>

## Project 4 Unit Planner

"A world-class community of proud and outstanding achievers."

### Year 8 – MYP Technology

**Unit of work:** Fashion and style

**Context:**

Fashion designers help create the billions of dresses, suits, shoes, and other clothing and accessories purchased every year by consumers. Designers study fashion trends, sketch designs of clothing and accessories, select colors and fabrics, and oversee the final production of their designs. Clothing designers create and help produce men's, women's, and children's apparel, including casual wear, suits, sportswear, formalwear, outerwear, maternity, and intimate apparel. Footwear designers help create and produce different styles of shoes and boots. Accessory designers help create and produce items such as handbags, belts, scarves, hats, hosiery, and eyewear, which add the finishing touches to an outfit.

The first step in creating a design is researching current fashion and making predictions of future trends. Some designers conduct their own research, while others rely on trend reports published by fashion industry trade groups. Trend reports indicate what styles, colors, and fabrics will be popular for a particular season in the future.

Once designs and fabrics are chosen, a prototype of the article using cheaper materials is created and then tried on a model to see what adjustments to the design need to be made. After the final adjustments and selections have been made, samples of the article using the actual materials are sewn and then marketed to clothing retailers. Many designs are shown at fashion and trade shows a few times a year.

Computer-aided design (CAD) is increasingly being used in the fashion design industry. Although most designers initially sketch designs by hand, a growing number also translate these hand sketches to the computer. CAD allows designers to view designs of clothing on virtual models and in various colors and shapes, thus saving time by requiring fewer adjustments of prototypes and samples later. (<http://www.bls.gov/oco/ocos291.htm>)

**Challenge:**

- Design and create your own trendy and chic clothing using various types of fabric to satisfy an intended market/users.
- The product should be something **"ingenious"** that you would like to see sold of that you would enjoy.
- Test your product comparing it against the design specifications.

**Getting started:**

- Brainstorm on the task. Develop some guiding questions to help you carry out the challenge. Use the guide given in the techno-wiki and use broad range of sources (books, people, internet, magazines, etc.) to investigate.